

IBM and Compatibles Data Card

# Advanced Dungeons & Dragons<sup>®</sup>

COMPUTER PRODUCT

## *THE DARK QUEEN OF KRYNN*

**System Requirements:** A minimum of 640K system memory is required. RAM resident programs may reduce your available system memory below the minimum required for this game. We require at least **540K** of free memory to run this program and recommend at least **570K** of free memory to utilize all of the features of the game (including sound). A TGA, EGA, or VGA color video system is also required. One floppy and one hard disk are required. This game must be installed on a hard disk and it will take a minimum of 4.2 megabytes of available space.

**Getting Started Quickly:** Use the pregenerated party of characters saved as Save Game A. These characters start at the beginning of the game, but they have already been outfitted with readied weapons, magic, and armor.

Set up the game as described in the sections below (use INSTALL to get the pregenerated party).

To begin the game, type "START" from the DQK directory. Choose the LOAD SAVED GAME option from the Party Creation menu. The saved game appears after you choose the DQK option in the LOAD SAVED GAME menu. Load Save Game A. Choose BEGIN ADVENTURING.

Answer the verification question by finding the indicated word in the Adventurer's Journal. Type the indicated word and press Enter. Do not count the headings.

Refer to the sections on movement, combat, etc., in this data card or from the rule book or journal as needed.

**Installing the Game:** The disks that come with the game must be installed before you can begin play.

1. To install the game place Disk 1 in any drive. Be sure this drive is the active drive.
2. Type "INSTALL" and then press Enter.
3. Follow all on-screen prompts (see below).

When you install the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input drive type, and save path for both your THE DARK QUEEN OF KRYNN and DEATH KNIGHTS OF KRYNN games (if installed). You can use the arrow keys and the number key to select options. Asterisks(\*) show all valid options.

**Graphics Adapter Type:** Select the proper video mode for your graphics adapter type.

**Sound Type:** Select the proper sound type for your system. For most people this will be the PC speaker. If you have a Tandy 1000 system or one of the sound boards supported by this program, select that option. If you do not want sound in your game, select None.

**Hard Drive:** Select the hard drive to install to.

**Path Name:** Press Enter for the default path, \DQK. To install the game in another subdirectory, use the BACK-SPACE key, remove the DQK, type the subdirectory you want the game in, and then press Enter.

**Source Drive:** Select the floppy drive to install from.

**Default Party:** Select Yes if you want the pregenerated party, otherwise, select No.

**Save Drive for The Dark Queen of Krynn:** First, select whether to save your game to a prepared floppy or hard disk. If you select floppy, you must select drive A or B.

**Save Drive for Death Knights of Krynn:** Press Enter for the default save path, the \DKK\SAVE subdirectory on your active drive. This selection is important only if you have saved games from DEATH KNIGHTS OF KRYNN and wish to use them in THE DARK QUEEN OF KRYNN. Set the drive path to your DEATH KNIGHTS OF KRYNN Save Game disk or subdirectory.

**Notes:** If you do not have or do not want to use your DEATH KNIGHTS OF KRYNN Save Game Disk, select the default setting.

Type "INSTALL -F" instead of "INSTALL" if you are reinstalling over a previously loaded game.

You may reconfigure the game settings at any time by going to the game's directory, typing "INSTALL", and then Enter.

### **Starting the Game:**

1. Boot your system normally with DOS 2.1 or greater.
2. Be sure that the hard disk with the game is the active drive.
3. Change directory to the game's directory. Example: To change to the default directory type "CD\DKQ" and press Enter.
4. Type "START" and press Enter.

**Saving Games:** If you are saving games to floppies, you need to format save disks before playing. Use the DOS FORMAT command (refer to your DOS manual for instructions).

Saved games are identified by letters. To save or recall a game you need only select the desired letter. Ten games may be saved to a standard 360K 5.25" disk or 720K 3.5" disk. High Density disks may also be used.

**Transferring Characters from DEATH KNIGHTS OF KRYNN:** Select the LOAD SAVED GAME option then DKK. Choose the saved game you wish to transfer to THE DARK QUEEN OF KRYNN. This loads all the characters with their equipment and money.

If you wish to load only a single character from DEATH KNIGHTS OF KRYNN, choose ADD CHARACTER TO PARTY and then select DKK. A screen with the name of all of the characters will appear and can be loaded into the new party. Note: you must have previously removed (**not "dropped"**) the character from the party in DEATH KNIGHTS OF KRYNN.

The only difference when using the floppy disk version of the game is that the program will ask you to insert the DEATH KNIGHTS OF KRYNN save game disk. When it does, insert the DEATH KNIGHTS OF KRYNN save game disk in the save drive and select YES.

**Mouse:** To give commands using the mouse, point to the desired command and click with the left mouse button. The mouse is automatically supported if present.

**Keyboard:** To select a command using the keyboard, press the highlighted letter in that command.

**Moving Around:** The party moves through the game in 3D/area, wilderness, and combat modes. Targeting spells and ranged weapons is similar to moving characters:

**Keyboard Movement:** The following keyboard controls are used for movement and targeting:

| 3D MOVE / ANY MENU |              |               | MOVE/COMBAT/AIM |        |        |
|--------------------|--------------|---------------|-----------------|--------|--------|
| MENU<br>UP         | MOVE         | MENU<br>PG UP | 7<br>↖          | 8<br>↑ | 9<br>↗ |
| TURN<br>LEFT       |              | TURN<br>RIGHT | 4<br>←          | 5      | 6<br>→ |
| MENU<br>DOWN       | TURN<br>BACK | MENU<br>PG DN | 1<br>↙          | 2<br>↓ | 3<br>↘ |

An entry in a vertical list may be highlighted by using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than will fit in the window, scroll arrows appear on the right side of the window to move up and down the list a page at a time. The [Menu PgUp] (9) and [Menu PgDn] (3) keys on the keypad also page up and down a list. When altering a character's attribute scores, the Character Display acts as a vertical list.

**Mouse Movement:** The mouse is active throughout the game, and may be used for all input except to answer the copy protection question or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword, it is used to select a option or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat, movement, or turning in 3-D mode. The pointer turns into crosshairs when used to select a possible target location in aiming.

When clicking a mouse button has no effect, the mouse pointer becomes a shield. The keyboard may be used for all input except for creating characters or designing or modifying the combat picture of a player-character.

To move in *3D* mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side. To move in *area/wilderness* mode, click the location you want to enter and the party goes in that direction.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor moves to the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character moves or attacks when a mouse button is pressed.

When aiming manually, the mouse pointer becomes crosshairs that are used for selecting any space visible in the window as a target. Clicking a mouse button on the edge of the window scrolls the viewing area in the direction of the selected edge.

### **IBM Combat Commands:**

**Esc:** acts as an Exit from any menu. When moving in combat, it "takes back" the move. The function does not erase any damage taken during the move.

**Space:** returns characters to normal control from QUICK.

**Alt/M:** toggles spells on/off for characters set to QUICK.

**Alt/Q:** sets all characters to QUICK (computer control).

**Alt/S:** toggles sound on/off (may be used any time).

**Alt/T:** toggles music on/off (may be used any time).

**HINT:** If you find combat too easy or difficult, use the LEVEL option (rule book page 8) to alter your difficulty level.

**Spell Memorization:** To memorize spells in Camp, select REST, then rest for the allotted time. If you wish to change the selection of spells to be memorized, choose the MEMORIZE option and do not keep the spells ready for memorization. Follow the rule book instructions for memorizing spells.

**Copy Protection:** To answer the verification question, find the indicated word in the Adventurer's Journal. Type the indicated word and press Enter. Do not count section headings.

**Program Changes:** This is a list of specific program changes to THE DARK QUEEN OF KRYNN that are different from DEATH KNIGHTS OF KRYNN.

In some areas of the game, the REST and FIX options are not available in the ENCAMP menu.

The LOAD option has been added to the ENCAMP menu. This allows you to load saved games at any point in the game. You no longer need to go to town to load a saved game, nor do you have to reboot your system.

There is no MOVE option. This option is no longer necessary.

Use discretion in selecting the races and classes of the characters in your party. Some combinations are at or near their class maximums at the beginning of the adventure.

Magic-users should have an intelligence of 18, and clerics should have a wisdom of 18. Otherwise, they will not be able to use the most powerful spells.

If you have an AdLib sound board, the digitized sound effects will come out of the PC Speaker.

If you are using a mouse and you are modifying a character's name, you must use the Esc key to abort the change. The mouse will not work.

**NOTE:** When transferring characters from DEATH KNIGHTS OF KRYNN, the vault will not transfer. To transfer vault items, give the items to the characters you are transferring.

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